XBOX

LIVE ONLINE ENABLED

URBAN CHAOS

RIOT RESPONSE

POLICE

MATURE 17+

M

CONTENT RATED BY
ESRB

rocksteady

eidos

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

CONTENTS

JACK'S PLEA

Nov 30th

Dear Nick,

Well, it's been a few weeks since I last wrote you. Hoping that your posting in Ramadi is going okay and that the insurgents aren't making too much of a nuisance of themselves on your daily ops.

Back at home, things are going from bad to worse. Gang violence has reached a level we've not seen since the crackhouse wars of the early nineties — and not just in the rough neighborhoods, either. The gangs seem to be organizing themselves with almost religious fervor. I don't say this lightly, but it feels like the city is at war with itself, and if something isn't done soon, we're going to lose the city to the Burners — a group of psycho-terrorist revolutionaries.

Thing is, with the sons of the city overseas, fighting a war that seems like it's hell-bent on nothing, us old-timers are left fighting for the freedom of the city. We need our toughest young men back. Guys like you with combat experience might not have been the first choice a couple years back. But right now the Mayor and the Chief of Police are planning to take the fight to the gangs. We gotta meet these bastards head on, on their terms. "Soft" policing don't work with these animals. Hot lead, flash bangs and good old-fashioned brutality is the only language they understand. A "Zero Tolerance" task force of tooled-up cops seems like the only way to rid the city of this cancer. If the Mayor gets his way, we're gonna be ready to hit back by the end of next month.

I don't want to sound like a broken record but the Masons have always been city cops and, while I know you made your decision and have made the Marine Corps your life, maybe now you should be rethinking where your loyalties lie. To the city and folks that nurtured you or to those suits in Washington who seem more interested in lining their pockets than anything else. I'll say no more but you wouldn't recognize our neighborhood — it's gone to hell, and I need to get back on shift in a couple of hours. Back in the eye of the storm again, trying to get more intel on these Burner assholes.

Anyway, son, I'll say so long now — will you write me soon and tell me what you think? Maybe staying in the Corps feels like the right thing to do career-wise, but your family and your city need you now.
Love,

Jack

EVIDENCE

Collecting Agent..............
Date Of Collection..............
Number..............
Further Details..............

CHAIN OF C

Information..............

DEATH-0-GRAM

TELEGRAM
UNITED RTA COMMUNICATIONS LTD.

1 December

Dear Nick,

I hoped I'd never have to send this message — but things have changed in a big way since you headed out on your latest tour. Your father was out on patrol yesterday as normal. He and Steve Zuchero had just arrived in their patrol car to investigate a warehouse break-in, when a gang surrounded the car, smashed in the windows and molotoved it. Your dad didn't stand a chance — Zuchero managed to escape on foot but couldn't do anything to save Jack. Not only did they let him burn, but they held off the Emergency Services and back-up with handguns as he fried.

Nick, I know that me and your dad used to rib you for the choices you've made over the years, but hear me out. Right now, this new unit I'm heading up, name of T-Zero, needs men like you, who've seen the horror of war. With my connections, graduating the Police Academy is a formality. Just get your ass back here for Jack's funeral and maybe you can help take the battle to these bastards!!

With deepest condolences,

Adam Wolf

CONTROLS

(left trigger) (right trigger)
(left thumbstick) Y button X button B button A button
(back) button
(start) button
(right thumbstick) black button white button
(directional pad)

BUTTON	ACTION
L	Move character
L (click and hold)	Crouch
R	Look
R (click)	Zoom aim
⊕ ↑ ↓ ← →	Context sensitive order/Highlight menu option Open orders (when teamed up)/Highlight menu option "Follow me" order/Heal/Adjust option setting "Take cover" order/Don't heal/Adjust option setting
X	Cycle through available firearms
Y	Cycle through available thrown weapons (hold for quick throw)
B	Cycle through available melee weapons (hold for quick use)/Cancel/Previous menu
A	Reload/Action/Skip Cutscene/Confirm/Next menu
L (pull and hold)	Use riot shield
○	Equip/Unequip Thermal Breather (when available)
R	Fire selected weapon
●	Toggle Secondary Fire mode (or flashlight when using one-handed firearms)
◁	View objectives
▷	Start/Pause game

SETTING UP YOUR GAME

CREATING A NEW PROFILE

The first thing you'll do is create a player profile, which keeps track of your progress in the game. To create a profile:

❍ Use ⊕ to highlight letters and press Ⓐ to select.

❍ When you're finished inputting your name, highlight **DONE** at the bottom of the screen and press ▷ .

STARTING A GAME

1. Make sure the **SINGLE PLAYER** option is highlighted and press Ⓐ .
2. Use ⊕ to choose a difficulty setting (**ROOKIE** is easiest).
3. Press Ⓐ to begin the game.

MAIN MENU

You access all game modes from this menu and return here when you quit your game.

SINGLE PLAYER — Get tooled up and dive into Single Player action *(see below)*.

SYSTEM LINK — Play the game over a Local Area Network or System Link cable (sold separately) *(page 19)*.

XBOX LIVE® — Play online against other gamers via Xbox Live *(page 16)*.

OPTIONS — Modify various in-game settings *(page 19)*.

CREDITS — View a rollcall of the badasses who worked on **URBAN CHAOS™: RIOT RESPONSE™**.

SINGLE PLAYER MODE

In Single Player mode, you are recruited by the newly formed special police unit T-Zero. Your task is to take on and defeat the gangs who are bringing this fair city to its knees.

❍ Use ⊕ to choose missions from the Single Player Menu. You'll unlock additional assignments as you complete missions. You'll be awarded Emergency Missions when you complete the Gang Leader Special Objective.

❍ Press Ⓨ to change your difficulty settings.

❍ Press Ⓧ to view all the rewards you've earned. Rewards include Emergency Missions and additional weapons, equipment and upgrades.
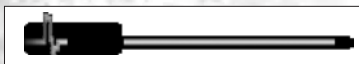
TIP: Only a committed elite officer will earn every medal and unlock every reward!

GAME SCREEN

- Nick's Health
- Teammate's Health

Thrown Weapon

Firearm   Melee Weapon

- Total Available
- Number of Rounds/Items Available
- Currently Selected Weapon

Flashlight On/Off

SCREEN DISPLAYS

HEALTH

This gives you an idea of how Nick's doing. If the bar's almost empty, you'd better find a paramedic.

AIMING/DIRECTION CURSOR

An aiming cursor is always present in the center of the screen. Its appearance depends on what weapon is currently selected. If the cursor is green, the target is friendly — so hold your fire.

TIP: If the cursor is red, you're hitting an enemy target.

Use ⓡ to change the direction in which Nick is aiming or looking.

WEAPONS & AMMO

This overlay shows the weapon you've selected and how many rounds of ammunition are in its clip. Note the on-screen buttons. Press the indicated button to equip that weapon type. Press the button again to toggle through other weapons of that type.

ON-SCREEN HELP

THE Ⓐ BUTTON (ACTION BUTTON)

Whenever you approach something that Nick can interact with, such as a door, an on-screen prompt appears. Press Ⓐ (Action button) to carry out the command.

NOTE: Ⓐ returns to its normal function when you move away from a door or other interactive item.

DISPLAY ORDERS

When you move the cursor over certain colleagues or items, a Display Orders icon appears.

- ❍ Press ✚ ⬇ to open the Order Panel.
- ❍ Use ✚ to select the order you want to issue.

PAUSE SCREEN

The Pause Screen provides access to game options.

- ❍ Press ▶ to view the Pause Screen.
- ❍ Use ✚ to highlight the following options and press Ⓐ to select:

RETURN TO GAME — Get back into the fray.

CONTINUE FROM LAST CHECKPOINT — Restart from the last checkpoint in the current mission.

RESTART MISSION — Return to the beginning of the mission.

OPTIONS — Open the Options Menu.

OBJECTIVES — View the Objectives screen.

QUIT — Return to the Main Menu without saving your progress.

OBJECTIVES MENU

The Objectives Menu lets you take a break from the action and check on your progress.

❍ Press ◀ to open the Objectives Menu.
❍ Press ✚ ⬆/⬇ to scroll through the list of objectives.
❍ Press Ⓑ to return to the game.

Objectives are orders that must be completed in order to finish the mission. The Primary Objective is the key to completing the mission. Complete Special Objectives to win medals, which bring rewards as well as street cred.

TIP: Weaponry and other upgrades are available to the best of the best. Emergency Missions are awarded for non-lethal capture of gang leaders. See page 15 for details on rewards or press Ⓧ in the Single Player/Select Level screen.

WEAPONS TRAINING

T-Zero's great strength is taking the fight to the gangs. Weapons, though unpopular among many civilians, are crucial for this task.

REMEMBER: The weapons you are issued are not the only weapons you can use. Walk over downed gang members to pick up their weapons, too.

POLICE WEAPONS

As a new hire, you're issued the following key sidearms. Other items will be added to your arsenal as you prove yourself in service through completion of missions. Completing Special Objectives rewards you with weapons upgrades and other firepower advantages.

Pistol MK. 1 (Single-Handed Weapons)

A 15-round semi-automatic pistol with excellent accuracy. A cornerstone of any T-Zero operative's armory.

❍ Press Ⓧ to select the pistol.
❍ Press Ⓧ to toggle through any other firearms you may have picked up.
❍ Pull Ⓡ to fire a weapon.
❍ You can use a flashlight while using a single-handed weapon. Press ● to switch the flashlight on/off.
❍ Click Ⓡ to zoom in with the pistol and other selected weapons. This allows for much more accurate shooting.

TIP: Use your firearms to shoot out lights, gas canisters and even locks.

Stun Gun

The stun gun is a non-lethal subduing implement, useful for incapacitating suspects long enough for them to be locked up and interrogated. While you may think these scum don't deserve to live, key leaders must be taken alive if you're to gain intelligence on this organization.

❍ Press Ⓑ to select the stun gun.
❍ When you're arm's length from the target, pull and hold Ⓡ to discharge the gun.

TIP: Two-seconds discharge will incapacitate most perps. Hold Ⓡ longer than that and you might smell roast pork!

Projectiles

Smoke grenades provide cover so you can get up close and personal with terrorist flunkies.

Well-aimed riot grenades stun and incapacitate lawbreakers. Their use may count toward T-Zero's non-lethal takedown stats, which could help you win the PR war.

❍ Cycle through available projectile weapons with **Y**.

❍ To throw a grenade (or any projectile) pull and hold **R**. Hold down the trigger longer to throw farther.
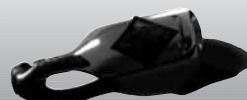
❍ To roll grenades or other munitions, press ●.

Thermal Breather

You'll need a Thermal Breather to be able to take control of situations involving smoke grenades and fiery infernos.

❍ Press ◯ to equip/unequip the Thermal Breather (when available).

GANG WEAPONS

Molotov Cocktail

The "Burners" are well-named. They like nothing better than using fire to spread both terror and destruction. The flaming Molotov cocktail can be hurled long distances and explodes on impact. If its gasoline contents touch you, severe burns, or a savage "flame-on" death can follow.

❍ At point blank range, press ● to smash a Molotov over the head of an attacker.

TIP: Watch out in close quarters. A Burner could literally blow flames in your face!

Cleaver

The Burners like to get "in your face" as they spread a new brand of extremism on the streets. A meat cleaver may be the sort of implement you've only seen on a butcher's slab, but these freaks use them as casually as fly swatters. Why not give them a taste of their own medicine?

❍ At point blank range, press ● to swipe with a cleaver.

❍ At longer distances, pull **R** to hurl the cleaver at enemies.

Sawed-off Shotgun (Two-handed Weapons)

The sawed-off shotgun is just one of your firearms that require two hands to use. It's lethal at close range, so be careful if you come face to face with a Burner wielding one.

❍ To loose off a single barrel, pull **R**.

❍ Fire Mode Toggle. Let 'em have it with both barrels! Toggle between fire modes on certain two-handed weapons with ⬤, then pull **R** to open fire.

TIP: There are only two barrels — and then it's time to reload.

NON-LETHAL TAKEDOWNS

Non-lethal takedowns may seem like the wimps' way out, but you need to fight a PR war as well as a street war, so taking a few of these bastards alive is essential. For intelligence gathering reasons, you need to take certain key targets alive. This means that in certain situations the non-lethal takedown is crucial. Just keep your ears open for Mission Objective updates.
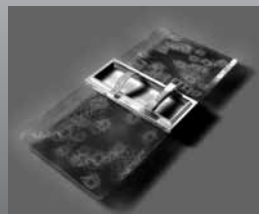
❍ The stun gun and riot grenade can both inflict a non-lethal takedown of gang members.

OTHER EQUIPMENT

Factory-fresh shield ready
for action.

Most T-Zero shields look more
like this after about five
minutes in the war zone.

Riot Shield

The T-Zero riot shield is made of high-impact resistance polycarbonate, and is designed to protect T-Zero officers against hand-held melee weapons and projectiles. It offers reasonable protection against fire and shrugs off most sidearm fire. Its use is crucial if you're going to stay alive in the face of this savage onslaught.

❍ Pull and hold **L** to protect yourself with the shield. Release the trigger to return to your equipped weapon.

❍ While using the shield, press ⓧ, ⓨ and Ⓑ to cycle through and select weapons in your possession.

❍ Throw grenades from behind the shield. Toggle ⓨ to select a grenade, then press ⬤ to throw it.

❍ Press Ⓐ to reload your current firearm behind the shield.

❍ Click **R** to prepare Zoom mode behind the shield.

*VETERAN TIP: Pull **R** to smash would-be assailants with your shield. Most law breakin' bastards go down like a sack o' spuds after a couple well-timed shield smashes.*

Flashlight

The flashlight is extremely useful in dark spaces but it can only be used with the pistol, stun gun and other one-handed firearms.

❍ Toggle ⬤ to turn your flashlight on/off.

NOTE: This only works with one-handed firearms (selected with ⓧ).

ORDERS/TEAMMATES

In the course of your duties, you'll team up with other members of the Emergency Services. In certain situations, an on-screen Orders interface lets you issue orders so that other members of the City's Emergency Services can assist you in your missions.

❍ Press and hold 🎮 ⬇ to review available orders.

FIRE DEPARTMENT

The City's firemen are here to assist you in accessing burning buildings and finding your way past barriers. Their expertise allows you to go where others fear to tread.

Use 🎮 to highlight a blocked or locked door, then select the **AXE** icon to order the fireman to break through.

NOTE: There are other orders, so watch out for situations where quick thinking and team work are required.

Select the **FOLLOW** order icon to get your teammate to follow at a safe distance.

Select the **HAND** icon to order your colleague to halt and take cover.

PARAMEDICS

The angels of the city — they'll even the odds in otherwise hopeless situations. If you spot a paramedic and your health bar's looking pretty desperate, walk up to him for the following options:

Press 🎮 ⬅ to select **HEAL.** You'll receive medical attention from the paramedic, if he has the supplies.

Select **DON'T HEAL** to refuse medical attention and conserve supplies.

POLICE OFFICERS

Regular 5-0 just might save your bacon in a tight squeeze — they're there to help disperse crowds, provide extra manpower and even help out in hostage situations.

Press 🎮 ⬆ to order your cop buddy to clear the area.

NOTE: There are other context sensitive orders available in the game; you can issue them in the same way as described above.

REWARDS & EMERGENCIES

MEDALS & REWARDS

Medals are earned by completing Special Objectives. Earning medals is the way to generate rewards for yourself. Earn enough medals and you might be issued a weapon upgrade, an ammo magazine upgrade or even a new piece of T-Zero hardware.

❍ Press ❌ in the Level Select screen to review rewards you've won.

EMERGENCY SITUATIONS

Emergency Situations are unlocked by taking down gang leaders non-lethally. Whenever you successfully complete an Emergency Situation, you'll be issued a prototype T-Zero weapon.

❍ You can select unlocked Emergency Missions in the Single Player Menu.

PICK-UPS

Pick-ups such as weapons, evidence and ammo are scattered throughout the city. Make sure you keep an eye peeled for them or you could miss out!

❍ Walk over items to pick them up.

XBOX LIVE®

TAKE URBAN CHAOS: RIOT RESPONSE BEYOND THE BOX

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real time (with an Xbox Communicator Headset) as you play.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see *www.xbox.com/connect*

Once connected, you must sign-in in order to play *URBAN CHAOS: RIOT RESPONSE* online. If you have enabled *AUTO SIGN-IN* in the Xbox Dashboard, the game will attempt to sign you in automatically when you start the game, using the account you last signed-in with. If you have not enabled *AUTO SIGN-IN,* or the sign-in process could not be completed automatically, you will be prompted to choose an account and sign-in manually when you first use the Xbox Live menu.

XBOX LIVE MENU

From the Xbox Live menu you can access the following options:

❍ *QUICK MATCH* — Find a game in progress and join it — no questions asked.

❍ *OPTIMATCH* — See a list of active games and choose one to join.

❍ *CREATE MATCH* — Start your own game. You'll proceed to the Lobby where you can set up the game, invite your friends to join, and adjust the number of public and private slots.

❍ *FRIENDS LIST* — You can access your *FRIENDS LIST* from the Xbox Live menu, from the Lobby, and from the in-game menu provided you're signed-in. During a Single Player game, this includes letting you respond to Friend requests and invitations even when you're not playing a Multiplayer game.

❍ *RECENT PLAYERS LIST* — View a list of your most recent *URBAN CHAOS: RIOT RESPONSE* comrades and opponents.

❍ *OPTIONS* — Adjust various in-game options *(page 19)*.

❍ *RANKINGS* — See a list of players who reached for the top spots — and made it!

❍ *SIGN OUT* — Sign out of Xbox Live.

USING THE XBOX COMMUNICATOR

Connect the Xbox Communicator to talk to other players during play. The Xbox Communicator is voice-activated.

MULTIPLAYER MODE

Up to eight players can join in an Xbox Live *URBAN CHAOS: RIOT RESPONSE* Multiplayer game. You can either create a game or join a game in progress.

CREATING A GAME

1. From the Xbox Live screen (or the System Link screen if you're playing a System Link game *page 19*), select *CREATE GAME*.

2. Next, select a map, taking note of each faction's objective.

3. As host, set your game preferences and press Ⓐ to advance to the Lobby. Your game will now be visible to other players.

NOTE: Use the **TIME ADVANTAGE** *option to override the game's reactive balancing: for example, to allocate a weaker team more time to complete a mission.*

4. Wait until the other players toggle *READY*, then press Ⓐ to start the game.

NOTE: To end a game prematurely, press ▶, then select **EXIT TO LOBBY.**

JOINING A GAME

1. From the Main Menu, select *XBOX LIVE* (or select *SYSTEM LINK* if you're playing a System Link game *page 19*).

2. When the Xbox Live (or System Link) screen appears:

XBOX LIVE PLAYERS: Choose *QUICK MATCH* or *OPTIMATCH* to find available sessions.

SYSTEM LINK PLAYERS: Select *FIND GAME.*

3. Choose a game from the list and press Ⓐ to advance to the Lobby.

LOBBY OPTIONS

FRIENDS LIST	**(Xbox Live only)** A list of players you've buddied up with. Check here to see their status and to send a Game Invite. (You can only send Game Invites after you've created or joined an Xbox Live session.)
RECENT PLAYERS LIST	**(Xbox Live only)** A list of players you've met in-game. You can send a Friend Request from here. If the person you sent the request to responds, that player is added to your Friend List.

Indicates you've received a Friend Request. Go to the Friend List to accept or decline.

Indicates you've received a Game Invite, which you can accept from within the Friend List.

KICK PLAYER   **(Host only)** Remove a player from the current game.

*Note: Any player who has not selected **READY** when the Host starts will be left in the Lobby. Your status is automatically set to **READY** while you are in the Lobby, and set to **NOT READY** if you are in the Friends or Recent Players List.*

MULTIPLAYER-SPECIFIC GAME CONTROLS

BUTTON	ACTION
L	Throw Molotov (Burners only)
◯	Swipe Molotov (Burners only)
✛ ⬇⬆	Holster weapon (for faster movement) Speak to all players

SYSTEM LINK

Multiplayer System Link gameplay is the same as Xbox Live gameplay. Play this mode by connecting up to eight Xbox consoles via a System Link cable (sold separately). Each console must have a retail copy of the game.

System Link gameplay has the following requirements:

❍ Each Xbox console must be connected to its own television and to a System Link via Ethernet.
❍ Each Xbox supports one player. Each Xbox console must be running its own **URBAN CHAOS: RIOT RESPONSE** game disc.
❍ You can connect two Xbox consoles with a crossover cable.
❍ One player must host the System Link game.

OPTIONS

To adjust game options before play, select **OPTIONS** from the Main Menu. When in-game press ▶ to pause and then select **OPTIONS** from the in-game Pause Menu. Use the menu controls *(page 4)* to navigate the menu and adjust the following options:

VIEW CONTROLS	View a diagram of the game's controls.
CONTROLLER	Set **VIBRATION, INVERT LOOK UP/DOWN, AUTO CENTER, SWITCH WEAPONS, CROUCH BUTTON, THUMBSTICK SENSITIVITY.**
AUDIO	Adjust **MUSIC VOLUME, FX VOLUME, SPEECH VOLUME, VIDEO PLAYBACK VOLUME, HEADPHONES VOLUME.**

NOTE: If you have the correct stereo setup, you can take advantage of Dolby® Pro Logic® II through Settings ⇨ Audio in the Xbox Dashboard.

VIDEO	Adjust the position of the game screen display.
GENERAL	Modify **BLOOD, SUBTITLES** and **AUTOSAVE** settings.
XBOX LIVE OPTIONS	When you're hosting, use this option to reconfigure various in-game settings before play begins.

SAVING & LOADING

AUTOSAVE & CHECKPOINTS

When you create a profile, this profile stores all progress you make in the game to your Xbox Hard Disk.

NOTE: Remember to select the correct profile when you begin a session of **URBAN CHAOS: RIOT RESPONSE**.

As you advance through each mission, you'll pass checkpoints in the game. If you are killed, you can start again from here. To restart at the beginning of a mission, press ▶ to pause, then select **RESTART MISSION**.

TIP: Completing a mission without returning to any checkpoint gains a Special Objective and more medals! So try to ace it!

LOADING A GAME

Make sure you choose the correct profile when you begin your session. Then all your progress, unlocks and equipment will be available for you.

NOTE: You cannot save a game in mid-mission.

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Lani Minella and Audiogodz, Ian Palmer, Matt Porter,
Jeff Vanelle, Marc Webb, Steve Manners, all our friends
and family for their support and all who worked on
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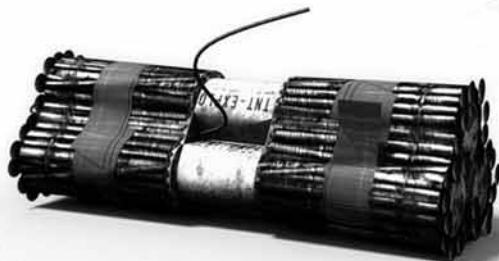"MODERN ROMANCE" (c)2005 METRO RIOTS
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